

## AMENDMENTS TO THE SPECIFICATION

In the specification, please add the following paragraphs numbered [0007.01] – [0007.13] between paragraphs [0007] and [0008]. Further please add the following paragraphs numbered [0061.01]-[0061.22] between paragraphs [0061] and [0062].

**[0007.01]** To obviate the drawbacks of the prior art, the present invention is directed toward a fantasy game that provides game pieces, structural unit guides, structural units, a distance counter, and dice.

**[0007.02]** The game is based on upon the following story line or premise. The game is most easily described by reiterating the premise:

**[0007.03]** A long, long time ago in a place far, far away, there was a Royal Family by the name of Buildablok who lived in a land called Bloklund. The King, King Buildablok, was a kind and generous King, who lived with his beautiful Queen and heir apparent, baby Prince Cubelet, in Buildablok Castle. Allied with King Buildablok are noble Bloknights, noble Blokarchers, and the King Buildablok's friend, Sir Archway the Archwizard.

**[0007.04]** Unfortunately, Bloklund is suffering increasing attacks from the not—so—far—away Kingdom of Smashland. Smashland is a foreboding place ruled by the mean and nasty Dragon Blaze—Crunchablok. Dragon Blaze-Crunchablok rules over the equally mean and nasty Blokoblins and Boogabloks. One day, King Buildablok receives an urgent message from Sir Archway the Archwizard:

**[0007.05]** “King Buildablok,

**[0007.06]** Hurry, bring your Bloknights and Blokarchers to Sir Archway's Tower. My Tower has been seized by the mean and nasty Blokoblins and Boogabloks, sent by the mean and nasty Dragon Blaze—Crunchablok. Please hurry, because only by pure blokamagic was I able to get you this message. I am now imprisoned in my own Tower.”

[0007.07] King Buildablok immediately left Buildablok Castle, taking all but three of his Bloknights whom he left to protect his Queen and baby Prince Cubelet. When King Buildablok arrived at Sir Archway's Tower with his four Bloknights and four Blokarchers, he saw that two Blokoblins and two Boogabloks, with heir bows in hand, now controlled the Tower. King Buildablok knew that his Bloknights and Blokarchers, generally referred to as his Bloktroops, outnumbered the Blokoblins and Boogabloks, generally referred to as the Badbloks, two to one. He hurriedly attacked, intending to capture all of the Badbloks and free Sir Archway the Archwizard.

[0007.08] Soon the battle was over and the Badbloks captured. The few Bloktroops that were captured were peacefully recovering from the battle in Sir Archway's Tower. As King Buildablok was heading back to his Castle, Sir Archway yelled to the King, "Hurry back to the Buildablok Castle, I see in my crystal blok that the mean and nasty Dragon Blaze-Crunchablok has tricked you into leaving the Castle. Blaze-Crunchablok has now captured Buildablok Castle and has imprisoned your Queen, baby Prince Cubelet, and the three noble Bloknights left to protect them. Surrounding the Castle are four mean and nasty Blokoblins and three mean and nasty Boogabloks with their bows in hand. The mean and nasty Dragon Blaze— Crunchablok must be inside the Castle. Here, take my Blokapult the Catapult, as it may help you free the Queen, Prince Cubelet, and the Bloknights from the Castle towers that they are imprisoned in. If you free them, they can help you recapture Castle Buildablok. Good luck, King Buildablok! I wish you the best of luck at Buildablok Castle"

[0007.09] The game is played by individual players or groups of player's first acting out the above story line. The game begins by first erecting the structure referred to as Sir Archway's Tower. Sir Archway's Tower is built from structural units, with optional structural unit guides aiding in construction.

**[0007.10]** When Sir Archway's Tower has been erected the players or groups of players select sides and begin the game. The player, or group of players, controlling game pieces representing King Buildablok and the Bloktroops attack the Tower and attempt to capture game pieces representing the Badbloks. Movement of the game pieces is determined by movement value indicia positioned on each game piece and the distance is measured by a distance counter or measuring wheel referred to as a Bolometer type of measuring device. All or some of the game pieces are moved per side, per turn, or can be limited or randomly determined by a roll of a die. The Blokometer type of measuring device can measure distances omni directionally, along a linear or curved path. The ranges of imaginary projectiles launched by selected game pieces, such as the game pieces representing Blokarchers and Blokapult the Catapult, are indicated on those respective game pieces. Mathematical battles are determined by an attack value, the classification positioned on each game piece, or the sum of attack values positioned on game pieces in physical contact with one another, added to the roll of two dice.

**[0007.11]** When the siege at Sir Archway's Tower has ended, Sir Archway's Tower is disassembled and the structure referred to as Buildablok Castle is constructed. The Buildablok Castle is built from the same structural units used to build Sir Archway's Tower, and the game pieces are also reused. Optional structural unit guides aid in the construction.

**[0007.12]** After Buildablok Castle has been erected, the players representing King Buildablok attempt to retake the Castle and rescue his family in accordance with the story line. The King Buildablok players accomplish this task by capturing the game pieces representing the Badbloks and Dragon Blaze—Crunchablok, using the same movement and attack methods employed at the siege of Sir Archway's Tower. In the story line, Sir Archway is given Blokapult the Catapult to further aid King Buildablok in storming Buildablok Castle. Consequently, a game piece representing Blokapult the Catapult can be used by the players to remove pieces of Buildablok Castle from the top down.

**[0007.13]** The game ends when all of the game pieces controlled by a player or a group of players have been captured or when the Dragon Blaze-Crunchablok game

piece and the Buildabloks flee Buildablok Castle and do not attempt to regain control after ten (10) turns.

**[0061.01]** The game according to the present invention begins with the construction of Sir Archway's Tower, shown in Fig. 19. Sir Archway's Tower is a freestanding structure that is constructed from structural units 16. In the preferred embodiment, Sir Archway's Tower has thirteen layers of structural units 16, with each layer stacked upon a portion of the preceding layers. To aid in construction of Sir Archway's Tower structural unit guides 100 can be used. However, any freestanding or other structure may be built with or without the use of structural unit guides 100.

**[0061.02]** If used, a structural unit guide 100 corresponding to a first level of Sir Archway's Tower is first positioned on a horizontally level surface, such as a floor or table top, to begin construction. The structural unit guide 100 has structural unit guide indicia 102 positioned on either the top or bottom sides of the structural unit guide 100. Each structural unit 16 is then positioned over an available space indicia 102 corresponding to the structural unit 16. This process is repeated until the available indicia 102 spaces on the structural unit guide 100 are filled, forming a first tower layer of structural units 16. A structural unit guide 100 corresponding to a second level of Sir Archway's Tower is then placed over the first tower layer of structural units 16, adjacent the top surface of the first layer of structural units 16. The process of matching specific structural units 16 to their corresponding available indicia 102 spaces on the structural unit guide 100 corresponding to the second level of Sir Archway's Tower is repeated, until a second tower layer of structural units 16 is constructed adjacent the first tower layer of structural units 16. This process continues, using the third through thirteenth (or final) structural unit guides 100, until Sir Archway's Tower is completed.

**[0061.03]** While use of the structural unit guides 100 is preferred, the structural unit guides 100 can be supplanted by the creativity and imagination of the players, and any other structures can be built without using the structural unit guides 100.

**[0061.04]** Once Sir Archway's Tower is complete, each player or each group of players rolls a die to determine who will control the King Buildablok forces and who will control the Dragon Blaze-Crunchablok forces, with the highest number rolled having first choice. A six-sided die is preferred, but a die with any number of sides can be used. In the event of a tie roll, the players or group of players with identical rolled numbers re-roll a die. The player or group of players with the higher number, among those originally tied, is given first choice of sides.

**[0061.05]** Once sides have been chosen, each of the players or groups of players assemble their game pieces 10 inside or outside of Sir Archway's Tower, determined by their respective sides. For example, the game piece 10 designated as King Buildablok is strategically positioned at the players' discretion anywhere around the perimeter of the Sir Archway's Tower, at a distance of approximately twenty—four (24) spaces away from Sir Archway's Tower 10 as measured by the movable counter 20. The movable counter 20 affords the players tremendous flexibility because distances can be measured in a generally linear direction, in a generally curved direction, or in any combination of directions. The game pieces 10 representing the Bloktroops, including four Blokarchers and four Bloknights, are then positioned within six spaces away from the King Buildablok. Conversely, the Badbloks, including two Blokghoblins and two Boogabloks, are positioned at any point inside or outside of Sir Archway's Tower, but preferably touch Sir Archway's Tower.

**[0061.06]** Once the game pieces 10 have been positioned by both sides, a die is rolled by each player or group of players to determine which player or group of players will go first. The highest roller goes first, and ties are resolved in the same manner as when determining sides, namely a re—roll among those who are tied after the first roll with the player or group of players with the higher roll going first.

**[0061.07]** In order to prevail, the players or group of players controlling King Buildablok and his Bloktroops must re—take Sir Archway's Tower by removing, through capture, the Badbloks from play. Conversely, the outnumbered Badbloks are tasked with repelling King Buildablok and his Bloktroops. Therefore, confrontation is a necessary consequence. Game pieces 10 are removed from play by first either establishing physical

contact between opposing game pieces 10 or by getting a non-projectile game piece 10, such as a Bloknight, within range of a projectile producing game piece 10, such as the Dragon Blaze—Crunchablok. All distances are measured by the movable counter 20, and distances should not be pre—measured before a game piece 10 is moved.

**[0061.08]** All, but preferably only one-third, of the game pieces 10 controlled by each side are moved per turn, up to the maximum movement values indicated by the game piece indicia 12 positioned on each of the game pieces 10. The player or group of players controlling King Buildablok's Bloktroops moves King Buildablok and the Bloktroops during his or their turn. In this example, once King Buildablok and the Bloktroops game pieces 10 have been moved, the player or group of players moving the game pieces 10 representing the King Buildablok can engage in mathematical combat with game pieces 10 controlled by the opposing player or group of players, provided a Bloktroop game piece 10 is (1) touching Dragon Blaze-Crunchablok, or a Badblok or (2) Dragon Blaze-Crunchablok, or a Badblok is within the attack range of a Bloktroop. When the mathematical battle, if any, is complete, the opposing side is then given the opportunity to move their game pieces 10 and launch their own counter—attack.

**[0061.09]** As shown in Figs. 1-2, each game piece 10 can be moved in any direction, up to the maximum movement value indicated on the game piece 10. In Fig. 1, the maximum movement value for the game piece 10 representing Queen Buildablok is eight (8) spaces, illustrated as distance D. However, game pieces 10 cannot move through solid objects such as other game pieces 10, or structural pieces 16 of Sir Archway's Tower and Buildablok Castle, so game pieces 10 must go around any obstructions, with the exception of intentional contact between game pieces 10 for the purpose of engaging in mathematical combat. A game piece 10 can, however, move through holes in structural pieces 16 created by Blokapult the Catapult, pre-existing holes in Sir Archway's Tower and Buildablok Castle, or natural entranceways such as bridges.

**[0061.10]** When a game piece 10 has been overtaken by an opposing game piece 10 and the two opposing game pieces 10 are touching one another, or, as shown in Fig. 2, when an opposing game piece 10 is within the range R of a game piece 10 capable of launching imaginary projectiles, the two game pieces 10 engage in mathematical

combat. In the case of two opposing game pieces 10 touching one another, a player on each opposing side rolls two dice. The total number rolled by each side is then added to the maximum attack value of the game piece 10 controlled by the respective sides. For example if a Bloknight is touching a Blokgooblin, then the player or group of players controlling the Bloknight game piece 14 rolls two die, generating, for illustrative purposes, a four and a two. The four and the two are added to the maximum attack value (12) positioned on the Bloknight game piece, a five, to reach a grand total of eleven. Similarly, if the player or group of players controlling the Blokgooblin rolls a four and a four, for a total roll of eight, eight is added to the attack value of the Blokgooblin, five, for a total of thirteen. In this instance, the Blokgooblin wins the battle, since thirteen is greater than eleven, and the Bloknight is removed from play.

[0061.11] In another example of mathematical combat, shown in Fig. 2, a Boogablok game piece 10 is within eight (8) spaces, as measured by the movable counter 20, of a Blokarcher game piece 10. The maximum attack, or projectile, range R of a Blokarcher is ten (10) spaces, therefore, the Boogablok can be attacked. The combat result is determined in the same manner as when two game pieces 10 are in physical contact with one another, namely two die are rolled by each opposing player or group of players and the respective sums are added to the attack value of the respective game piece 10. If the total sum attributed to the Blokarcher is higher than the total sum attributed to the Boogablok, the Boogablok game piece 10 is removed. If the total sum attributed to the Boogablok is higher, then no game pieces 10 are removed or, optionally, the losing game piece 10 is removed.

[0061.12] To further provide a tactical advantage to either side, up to three game pieces 10 from the same side can be combined together and their cumulative attack values added to the sum of the two die. For example, Fig. 2 shows a Blokarcher and a Bloknight in combination. These game pieces 10 are attacked by opposing game pieces 10 or a combination of opposing game pieces 10, either individually or en-mass, so long as there is physical contact between the game pieces 10.

[0061.13] In a shorten version of play, the attack values (see 12) positioned on the game pieces 10 can be substituted with the classification of the game piece 10,

indicated by the game piece indicia 12. During this optional mathematical combat, game pieces 10 having an “A” classification automatically capture game pieces 10 having “B” classification. Game pieces 10 with “B” classification automatically capture game pieces 10 having “C” classification, and game pieces 10 with “C” classification automatically capture game pieces 10 having “A” classification.

**[0061.14]** At the conclusion of play at Sir Archway’s Tower, indicated by the capture of all of the game pieces 10 controlled by one player or group of players, Sir Archway’s Tower is dissembled and Buildablok Castle is erected. Buildablok Castle, shown in Fig. 18, is built using the same structural units 16 that previously constituted Sir Archway’s Tower and similar structural unit guides 100. In the preferred embodiment, game pieces 10 removed from play at Sir Archway’s Tower are returned to the game. The object of the game at this point is for King Buildablok and his Bloktroops to free Queen Buildablok and Prince Cubelet who are being held captive in Buildablok Castle.

**[0061.15]** Buildablok Castle, shown in Fig. 18, is a freestanding structure constructed in the same way as Sir Archway’s Tower, using the same structural units 16, except that different structural unit guides 100 are used to aid in positioning the structural units 16. Again, use of the structural unit guides 100 is preferred, but is not mandatory.

**[0061.16]** A structural unit guide 100 corresponding to a first level of Buildablok Castle is placed on a level, horizontal surface such as a table or floor. Structural units 16 are matched to the structural unit guide 100 using the structural unit indicia 102. After a first castle layer of structural units 16 has been assembled using the structural unit guide 100 corresponding to a first level of Buildablok Castle, a structural unit guide 100 corresponding to a second level of Buildablok Castle is positioned adjacent the top side of the first castle layer and the building process is continued, using additional structural unit guides 100 for each subsequent layer, until Buildablok Castle is complete.

**[0061.17]** Buildablok Castle is a freestanding, generally symmetrical structure if constructed using the preferred structural unit guides 100. The Castle generally has four walls, four towers, a courtyard, a moat, and a bridge, with each wall formed by layers of stacked structural units 16.



**[0061.18]** A moat, bridge, and retaining walls are also erected with the assistance of the structural unit guide 100. After Buildablok Castle has been erected, the game piece 10 representing Dragon Blaze-Crunchablok is positioned inside the courtyard of the Buildablok Castle, and the Blokgoblins and Boogabloks are positioned anywhere within the towers, walls, or moat, or outside of the Buildablok Castle and touching a tower, wall, or the moat. The game pieces 10 representing King Buildablok and his Bloktroops are positioned anywhere outside of Buildablok Castle, within twenty-four (24) spaces of the towers, walls, or moat. In addition, a new game piece 10, Blokapult the Catapult, is also positioned anywhere within twenty-four (24) spaces of the towers, walls, or moat.

**[0061.19]** Each player or group of players rolls a single die to determine who will move first. In the event of a tie, the tied player or players re-roll until the tie is broken. The player or player controlling King Buildablok and his Bloktroops are tasked with capturing Buildablok Castle. This mandate can be accomplished by capturing the game pieces 10 representing the Dragon Blaze-Crunchablok and the Badbloks. In response, the player or players controlling Dragon Blaze-Crunchablok and the Badbloks are tasked with repelling the game pieces 10 representing King Buildablok and the Bloktroops.

**[0061.20]** The capture of game pieces 10 occurs in the same manner as disclosed in the Sir Archway's Tower portion of the game. The game pieces 10, including Blokapult the Catapult, can move up to the movement value positioned on each individual game piece 10. Opposing game pieces 10, including the Blokapult the Catapult game piece 10, in physical contact with one another can engage in mathematical combat. The game pieces 10 of one side, with the exception of the Blokapult the Catapult game piece 10, within the attack range of the game pieces 10 of the other side, as determined by the attack range positioned on each game piece 10 and measured by the movable counter 20, can also be attacked. Attack values are added to the sum of two rolled die to determine the combat score of a game piece 10. The game piece 10 with the lower score is captured and nothing happens to either game piece 10 in the event of a tie. However, if the Dragon Blaze—Crunchablok or the Badblok game pieces 10 attempt to capture Blokapult the Catapult 102 and lose, the Dragon Blaze-Crunchablok or Badblok

game piece 10 is not removed, since Blokapult the Catapult, being inanimate, cannot fight back. Up to three game pieces 10 can be positioned adjacent one another, in physical contact with at least one other game piece 10, to create an attack value equal to the sum of the attack values of each individual game piece 10 in the combination. However, game pieces 10 in combination cannot be moved as a unit. The shortened mathematical combat option may also be used.

**[0061.21]** Blokapult the Catapult can only attack the structural units 16 from the top down. Every time Blokapult the Catapult rolls a total of four or higher, and is in range "R", a structural unit 16 within the range is removed from the Buildablok Castle. Similarly, if King Buildablok or a Bloktroop touches a tower or a wall, a structural unit 16 on the top of the touched wall or tower is removed for each turn that the game piece 10 remains in contact with the wall.

**[0061.22]** The game preferable ends when the players or groups of players controlling one side have lost all of their game pieces 10 or when the Dragon Blaze-Crunchablok game piece 10 and the Badbloks flee Buildablok Castle and do not attempt to regain control after ten (10) turns.